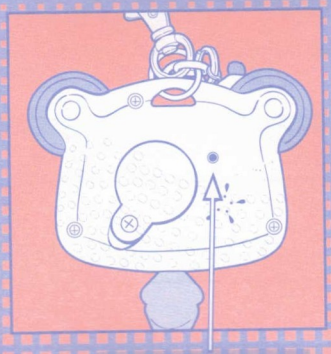
AGES 6+

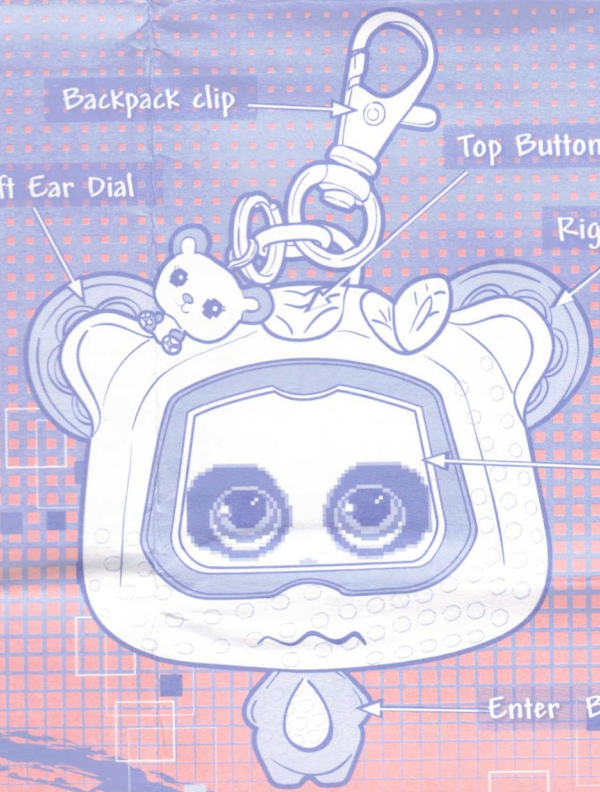
Littlest Pet Shop®

Digital Pet

OWNER'S MANUAL



RESET button

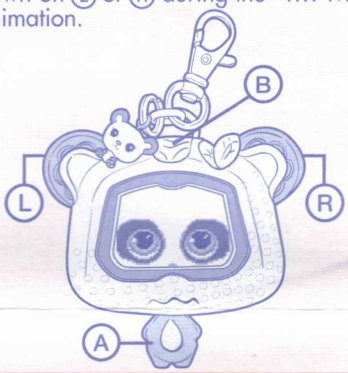


x1
CR2032 Lithium

BATTERY INCLUDED
Replace with 1 x 3.0V "CR2032" lithium battery. Phillips/cross head screwdriver (not included) needed to replace battery.

PLAY MODE

Your toy comes in "TRY ME" mode. To switch it to regular "PLAY" mode, just push down on Ⓛ or Ⓡ during the "TRY ME" animation.



To walk: Press and hold down Ⓛ or Ⓡ.

To pick up coins: When a coin flashes, press Ⓐ.

To enter a game: When the game number flashes, press Ⓐ.

To exit a game: Press Ⓑ.

To enter elevator: When the elevator button flashes, press Ⓐ.

To see your high score: Enter the elevator and press Ⓡ to move the arrow to the high score screen. Press Ⓐ to see your scores. Scroll through the scores by pushing Ⓛ or Ⓡ.

To go to the next floor: Pick up all the coins. Play the games. When the counter gets to 0, the next elevator button will "unlock" and change to black. Press it to go to the next floor.

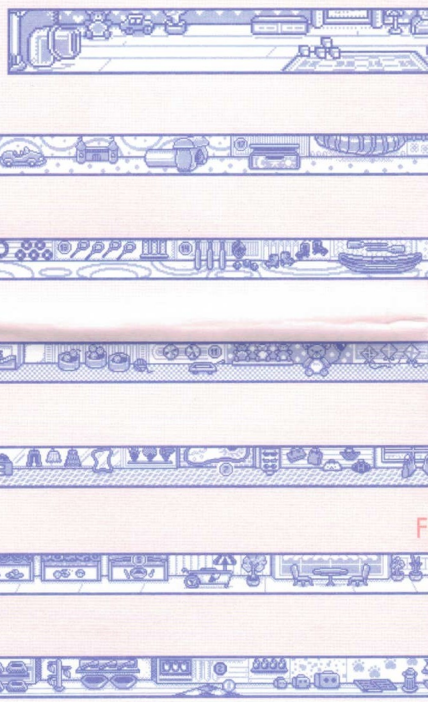
To see your pet close-up: Press Ⓑ while you're walking around the floors.

To turn off the game: Stop pressing the controls for one minute or press and hold Ⓑ until it shuts off.

HOW TO PLAY

Your Pet has lost its very Best Friend, and must make its way to the top of the Shop to find its frie

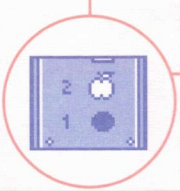
Here's what the Shop looks like:



Collect 20 coins on each floor in order to get to the next floor. There are two ways to get coins. Pick them up when you see them. Or, play any of the three games on each floor. You get one coin for each time you play a game. A counter will keep track of how many coins you still need to get before you can go to the next floor.

When you get 20 coins, the button on the elevator for the next floor will unlock. Enter the elevator and press the button when you are ready to try the next floor.

Make your way through all six floors. When you reach the Play Area and gather enough coins, crawl through the Tube Maze to get to the Best Friend's Room.



GAMES

Each floor has three games. Each game has a flashing number so you can find it. Press the Ⓐ to go into a game when the game number is flashing.

For hints on playing all the different games, go to

Littlestpetshop.com

1. Catch the runaway cat before it gets into trouble!
2. Keep the ball going. Don't miss it when it comes to your square!
3. Feed the baby pets and keep them happy!
4. Line up the falling food. Get three of the same food pieces in a row!
5. Catch the falling fruit. Avoid the pies!
6. When the squirrel's ready, shoot the nuts into its mouth.
7. Dress your pet for the weather!
8. Catch the pets as they come out of their dressing rooms!
9. Pick the pet with the matching accessory!
10. Grab the robot toys before they get away!
11. Roll the balls into the wheel and try to get a high score!
12. A ball will appear on the screen. Now, watch closely. How many matching balls rolled across the screen?
13. Play tennis!
14. Hit the baseball!
15. When the power bar is in the middle, shoot a basket!
16. A pet will play a tune. Repeat it!
17. Clean up the room. Watch for the flashing item and put it away!
18. Get through the maze. You never know what you might find!

Pick a game to play in the locked room. Keep playing and improve your score!

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Best Friend's Room

oor 6—Play Area

Floor 5—Sports

Floor 4—Toys

Floor 3—Clothes

or 2—Food Court

Floor 1—Nursery

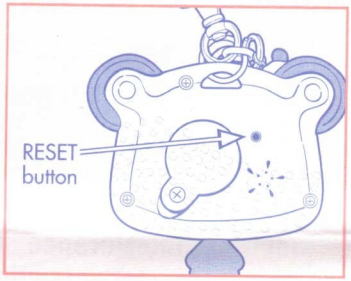
Your Best Friend has a key to the locked room on the first floor. Take the elevator to the first floor and open the locked door. What's behind it? Here's a hint: Your Pet is probably pretty hungry and messy from playing all the games! Plus, you will find some new games!

Once you get the key from your Best Friend, you will receive one coin each time you play a game. Use the coin(s) in the games on the first floor.

Keep collecting coins, your score in the locked room will continue to add up.

RESET

To reset the game's memory, including your high scores, hold down Ⓛ and Ⓡ and press RESET—you might need some help with all the buttons!



TROUBLESHOOTING

If the toy doesn't respond, press the reset button on the back. Use a ballpoint pen or a paper clip. This will put your toy in "TRY ME" mode. To switch it to regular "PLAY" mode, just push down on Ⓛ or Ⓡ during the "TRY ME" animation.
NOTE: This will not reset the game's memory or high scores.

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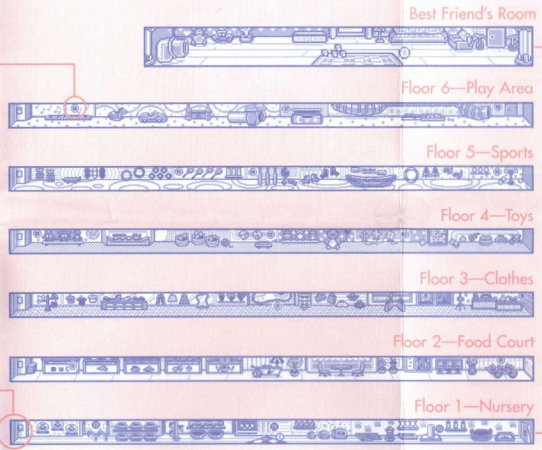

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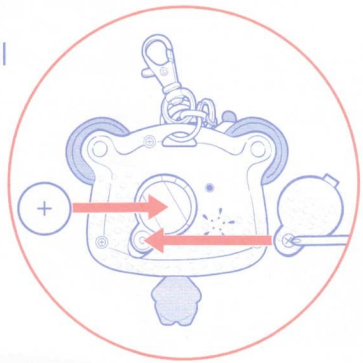
TO REPLACE BATTERY

Use a Phillips/cross head screwdriver (not included) to loosen the screw in battery compartment door (the screw will remain attached to the door). Remove both the door and the old battery. Insert 1 x 3.0V fresh CR2032 lithium battery. Replace the door and tighten the screw.



IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings.
3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
4. Remove exhausted or dead batteries from the product.
5. Remove batteries if product is not to be played with for a long time.
6. Do not short-circuit the supply terminals.
7. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
8. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

NOTE TO UK CONSUMERS: This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of in your household waste bin.

FCC STATEMENT

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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POWER FUEL™ BATTERIES
WWW.HASBROTOYSHOP.COM

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